

Search Notes

Kelvin E. Booker
Patent Examiner, Art Unit 2122
U.S. Patent and Trademark Office

Searching for **PHRASE story generation**.

restrict to: [Header](#) [Title field](#) Order by: [Citations](#) [Introductory](#) [Usage](#) [Date](#) Hits: [20](#)
6 documents found. **Order: citations weighted by year.**

[Narrative Intelligence - Mateas, Sengers \(1998\) \(Correct\) \(2 citations\)](#)

...holding in a stereotyped situation. The story-understanding system PAM (Wilensky 1981) and the **story-generation** system TAIL-SPIN (Meehan 1977) both incorporated a notion of the goals held by characters in a... /... analyzing the properties of stories as narrative. These properties can then be used as a basis for **story-generation** or understanding systems. For example, Vladimir Propp's analysis of the structure of folk tales...

[Searching for Storiness: Story-Generation from a Reader's... - Bailey \(1999\) \(Correct\) \(1 citation\)](#)

...for Storiness: **Story-Generation** from a Reader's Perspective Paul Bailey Artificial Intelligence Division of Informatics The... /...EH1 1HN United Kingdom fpaulba@dai.ed.ac.ukg Abstract Previous work in the field of automatic **story-generation** has largely neglected reader-response as an important aspect of the success of a story. This...

[Interactive drama on computer : beyond linear narrative - Szilas \(1999\) \(Correct\) \(1 citation\)](#)

...are motivated by narrative constraints rather than emotional, psychological, or social reasoning. **Story generation** Claude Bremond (Bremond 1974) extended the Propp's study on functions, by proposing a richer and ...

[Narrative Prose Generation - Charles Callaway Department \(Correct\)](#)

...Science North Carolina State University Raleigh, NC 27695-8206 USA lester@csc.ncsu.edu Abstract **Story generation** is experiencing a revival, despite disappointing preliminary results from the preceding three... /... evaluation of the stories it produces. 1 Introduction Despite extensive research in the fields of **story generation** and natural language generation, collaborative research between the two has been virtually...

[Dragon's Tracking and Detection Systems for the TDT2000... - Yamron Knecht Van \(Correct\)](#)

...our approach is to design, for a collection of stories defining a topic, a statistical model of **story generation** within that topic. Such a model can be used to evaluate the probability that a test story is on...

[Statistical Models for Tracking and Detection - Yamron Gillick Knecht \(Correct\)](#)

...modeling topical content, and our approach is to design, for a given topic, a statistical model of **story generation** within that topic. Such a model can be used to evaluate the probability that a test story is on...

[Story Generation and Aviation Incident Representation... - Peter Clark Knowledge \(Correct\)](#)

...**Story Generation** and Aviation Incident Representation: Working Note 14 Peter Clark Knowledge Systems Applied... /...Company peter.e.clark@boeing.com Jan 26th 1999 Abstract This working note discusses the topic of **story generation**, with a view to identifying the knowledge required to understand aviation incident narratives...

[Morphologic approach to interac-42 storytelling - Die Er Grasbon \(Correct\)](#)

...approaches by using verbs as the basic components of action. Crawford does not believe in **story generation** through algorithms and therefore plans for the author to create a useful set of verbs that the... /... system of classification inspired research on story grammars, one of the fundamental approaches to **story generation**. Since our goal is not **story generation**, but rather guiding interactive drama, we use Propp's...

[Towards A Computational Model of Poetry Generation - Manurung, Ritchie, Thompson \(2000\) \(Correct\)](#)

...and creativity. Although some research work has been devoted towards creative language such as **story generation**, poetry writing has not been afforded the same attention. It is the aim of this research to fill... /...to convey more or less than the given semantics (cf. approximate generation in Nicolov (1998)). **Story generation** issues such as narrative structure and interestingness are beyond the scope of this research. ...

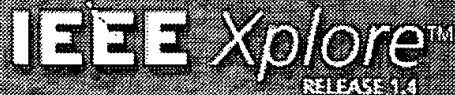
[Realtime Constraint-Based Cinematography for Complex... - Bares.. \(1998\) \(Correct\)](#)

...of applications offers more potential than interactive ction systems. While natural language **story generation** has been a goal of AI for more than two decades Meehan 1976#and text-based interactive ction...

[first 10 documents](#) [Next 10](#)

try your query at: [Google \(ResearchIndex\)](#) [Google \(Web\)](#) [AltaVista](#) [CSB](#) [DBLP](#) [FL](#) [HBP](#) [HPSearch](#) [NCSTRL](#) [Northern Light](#)
[ZDL](#)

[ResearchIndex](#) - [researchindex.org](#) - [Terms of Service](#) - [Privacy Policy](#) - Copyright © 1997-2002 [NEC Research Institute](#)



Welcome to IEEE Xplore™

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account

 Print Format

Your search matched **58** of **760040** documents.

Results are shown **15** to a page, sorted by **publication year** in **descending** order.

You may refine your search by editing the current search expression or entering a new one the text box.

Then click **Search Again**.

Results:

Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

1 ERMA's lost battalion

Head, R. V.

IEEE Annals of the History of Computing , Volume: 23 Issue: 3 , July-Sept. 2001

Page(s): 64 -72

[\[Abstract\]](#) [\[PDF Full-Text \(304 KB\)\]](#) **JNL**

2 Bell and the telephone-the 125th anniversary

Bowers, B.

Proceedings of the IEEE , Volume: 89 Issue: 6 , June 2001

Page(s): 984 -986

[\[Abstract\]](#) [\[PDF Full-Text \(84 KB\)\]](#) **JNL**

3 Experimental investigation of mini-microwave plasma sources

Asmussen, J.; Story, D.; Grotjohn, T.

Pulsed Power Plasma Science, 2001 , 2001

Page(s): 177

[\[Abstract\]](#) [\[PDF Full-Text \(63 KB\)\]](#) **CNF**

4 Character-driven story generation in interactive storytelling

Charles, F.; Mead, S.J.; Cavazza, M.

Virtual Systems and Multimedia, 2001. Proceedings. Seventh International Conference on , 2001

Page(s): 609 -615

[\[Abstract\]](#) [\[PDF Full-Text \(7039 KB\)\]](#) **CNF**

5 Tech(xt)s [links between text and technology]

Malmud, D.

IEEE Multimedia , Volume: 7 Issue: 4 , Oct.-Dec. 2000

Page(s): 6 -9

[\[Abstract\]](#) [\[PDF Full-Text \(768 KB\)\]](#) **JNL**

6 The good, the bad, and the ugly of head-up displays

Ercoline, W.

IEEE Engineering in Medicine and Biology Magazine , Volume: 19 Issue: 2 , March-April 2000

Page(s): 66 -70

[\[Abstract\]](#) [\[PDF Full-Text \(300 KB\)\]](#) **JNL**

7 The Earth Observatory: NASA's new Web environment for learning about Earth

Graham, S.; Herring, D.; Ward, K.; Simmon, R.; Stockman, S.; Heney, M.; Cole, S.; Weier, J.

Geoscience and Remote Sensing Symposium, 2000. Proceedings. IGARSS 2000. IEEE 2000 International , Volume: 5 , 2000

Page(s): 2090 -2091 vol.5

[\[Abstract\]](#) [\[PDF Full-Text \(144 KB\)\]](#) **CNF**

8 Performance of an observer state-space identification in the presence of mild nonlinearities

Bernal, D.; Gunes, B.

American Control Conference, 2000. Proceedings of the 2000 , Volume: 2 , 2000

Page(s): 986 -990 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(364 KB\)\]](#) **CNF**

9 A VHDL success story: electric drive system using neural controller

Cirstea, M.; Dinu, A.; McCormick, M.; Nicula, D.

VHDL International Users Forum Fall Workshop, 2000. Proceedings , 2000

Page(s): 118 -122

[\[Abstract\]](#) [\[PDF Full-Text \(480 KB\)\]](#) **CNF**

10 Software needs engineering - a position paper

Grimson, J.B.; Kugler, H.-J.

Software Engineering, 2000. Proceedings of the 2000 International Conference on , 2000

Page(s): 1 -544

[\[Abstract\]](#) [\[PDF Full-Text \(324 KB\)\]](#) **CNF**

11 Prospects of atmospheric electricity in Malaysia

Nasrullah, K.; Mariun, N.; Yeak, J.

TENCON 2000. Proceedings , Volume: 2 , 2000

Page(s): 200 -206 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(420 KB\)\]](#) **CNF**

12 Videoabstract: a hybrid approach to generate semantically meaningful video summaries

Toklu, C.; Liou, S.-P.; Das, M.

Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on , Volume: 3 , 2000

Page(s): 1333 -1336 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(480 KB\)\]](#) **CNF**

13 Emotion-based planning evaluation method

Mera, K.; Kawamoto, S.; Yamura-Takei, M.; Aizawa, T.

Knowledge-Based Intelligent Engineering Systems and Allied Technologies, 2000. Proceedings. Fourth International Conference on , Volume: 2 , 2000

Page(s): 852 -855 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(360 KB\)\]](#) **CNF**

14 Affect analysis of text using fuzzy semantic typing

Subasic, P.; Huettner, A.

Fuzzy Systems, 2000. FUZZ IEEE 2000. The Ninth IEEE International Conference on , Volume: 2 , 2000

Page(s): 647 -652 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(264 KB\)\]](#) **CNF**

15 Named Faces: putting names to faces

Houghton, R.

IEEE Intelligent Systems [see also IEEE Expert] , Volume: 14 Issue: 5 , Sept.-Oct. 1999

Page(s): 45 -50

[\[Abstract\]](#) [\[PDF Full-Text \(480 KB\)\]](#) **JNL**

1 2 3 4 [\[Next\]](#)

[Home](#) | [Log-out](#) | [Journals](#) | [Conference Proceedings](#) | [Standards](#) | [Search by Author](#) | [Basic Search](#) | [Advanced Search](#)
[Join IEEE](#) | [Web Account](#) | [New this week](#) | [OPAC Linking Information](#) | [Your Feedback](#) | [Technical Support](#) | [Email Alerting](#)
[No Robots Please](#) | [Release Notes](#) | [IEEE Online Publications](#) | [Help](#) | [FAQ](#) | [Terms](#) | [Back to Top](#)

Copyright © 2002 IEEE — All rights reserved



Search Results

Search Results for: **[story generation]**
 Found 5 of 93,118 searched.

Search within Results



[> Advanced Search](#)
[> Search Help/Tips](#)

Sort by: Title Publication Publication Date Score Binder

Results 1 - 5 of 5 short listing

- 1 Graphic StoryWriter** 85%

Karl E. Steiner , Thomas G. Moher
Conference proceedings on Human factors in computing systems June 1992
 The Graphic StoryWriter (GSW) is an interactive system that enables its users to create structurally complete stories through the manipulation of graphic objects in a simulated storybook. A rule-based story engine manages character and prop interaction, guides story development, and generates text. Through the simple interface and story writing engine, the Graphic StoryWriter provides an environment for early readers to learn about story structures, to experience the relationship between pi ...
- 2 Interface and narrative arts** 84%

Brenda Laurel , Joseph Bates , Abbe Don , Rachel Strickland
Human factors in computing systems conference proceedings on Reaching through technology March 1991
- 3 Story-morphing in the affective reasoning paradigm** 82%

Clark Elliott , Jacek Brzezinski , Sanjay Sheth , Robert Salvatoriello
Proceedings of the second international conference on Autonomous agents May 1998
- 4 Extracting significant time varying features from text** 80%

Russell Swan , James Allan
Proceedings of the eighth international conference on Information knowledge management November 1999
 We propose a simple statistical model for the frequency of occurrence of features in a stream of text. Adoption of this model allows us to use classical significance tests to filter the stream for interesting events. We tested the model by building a system and running it on a news corpus. By a subjective evaluation, the system worked remarkably well: almost all of the groups of identified tokens corresponded to news stories and were appropriately placed in time. A preliminary objective eva ...
- 5 A resource based simulation approach with application in earthmoving/strip mining** 77%

Jingsheng Shi , Simaan M. AbouRizk
Pr ceedings f the 1994 c nference n Winter simulati n December 1994

Results 1 - 5 of 5 **short listing**

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2001 ACM, Inc.